showzeb110@gmail.com
(647) 898-6023

SHOWZEB ALI

Qualifications

- Bachelor's degree in Computer Science
- *Languages***:** Python, Java, C/C++, MATLAB
- *Web Development***:** JavaScript, JQuery, PHP, JSP, Struts, AJAX
- *Databases***:** DB2, MySQL, PostgreSQL, JDBC
- *Operating Systems:* Linux, UNIX, Windows
- *Web and Application Servers:* Apache, WebSphere Application Server, Tomcat, Node.js
- *Certification***:** IBM Certified Database Associate

Education

University of Toronto
Toronto, ON

Honours Bachelor of Science — September 2009 - May 2014

- Specialist in Computer Science - Software Engineering Focus.
- Winner of Queen Elizabeth II Aiming for the Top Scholarship
- *Relevant Courses*: Web Programming, Operating Systems, Algorithms and Data structures, Database System Technology, Software Design, Programming Languages, Machine Learning and Data Mining

Work Experience

IBM Canada Ltd
Toronto, ON

Software Developer Intern — May 2012 - August 2013

- Implemented server side tasks using Servlets and XML
- Developed Web services (SOAP) to interact with other components
- Used parsers like SAX and DOM for parsing XML documents and used XML transformations using XSLT
- Created and deployed web pages using HTML, JSP, JavaScript and CSS
- Used JSF framework in developing user interfaces using JSF UI Components, Validator, Events and Listeners
- Involved in WebSphere Application server Installation and configuration including Enterprise app configuration and database connection pool configuration
- Designed and implemented tables, functions, stored procedures and triggers in DB2
- Administered DB2 Databases
- Trained and mentored new interns in development tools and product knowledge

University of Toronto Software Engineering Lab
Toronto, ON

Research Assistant Intern — May 2011 - August 2011

- Worked on the development and testing of OpenOME (Requirement Engineering modeling and analysis tool) Eclipse plugin based on Graphical Modeling Framework
- Implemented a parser using Java to convert to/from modeling languages such as i*, Q7 and iStarML
- Implemented interoperability of OpenOME models among tools that implemented different i* invariant
- Used Finite State Machine to parse Q7 and XSLT style sheet to parse iStarML
- Gained knowledge of Eclipse IDE, Java, and Eclipse Modeling Frameworks

Projects

Room Booking System
- Lead a time of five to create a web based Room Booking System using PHP and MySQL
- Delivered it to a real world client
- Coordinated group tasks using Dr. Project
- Adapted a Scrum development process to integrate feedback from client
- Used Model-View-Controller design pattern to organize the code

Facial Expression Recognition
- Implemented machine learning algorithms to recognize expressions in images using MATLAB.
- Used data preprocessing to improve classification rate.
- Used techniques such as dimensionality reduction to increase efficiency

Ray Tracer
- Created a program to render 3D images using C++
- Designed a module program so new features can be implemented easily
- Implemented glossy reflections, soft shadows, depth of field and refraction

Data Compression
- Created a data compression tool that compressed files up to 90% of their original data using Huffman algorithm and Python

Multi-player Arcade Game
- Designed a Python based two player game using Swing toolkit and Model-View-Controller concepts
- The game allowed players to navigate around a maze and achieve high scores based on prizes collected

Symantec language processor
- Built a natural language and HTML parser that provided search engine using Java
- Users searched for academic researchers in a given field
- Adapted Scrum software development process

Extracurricular Activities

Department of Computer Science Ambassador
- Represented the Department of Computer Science at a variety of outreach and liaison events.
- Welcomed prospective students to the campus and provided them with information and a student perspective on life at UofT
- Helped out with events where department showcased their best work to industry partners

Computer Science Student Union Public Relations Officer
- Outreaching first year computer science and non-computer science students to promote interest in the field.
- Organization of social and academic events throughout the year including programming competitions hosted by industry leaders

Interests
Playing and watching Soccer, Public Competing on Kaggle, and music